100 Pieces of Magical Jewelry for the Busy Game Master



By Steven Chabotte
Lucky Dice Games

100 Pieces of Magical Jewelry for the Busy Game Master

by Steven Chabotte

Copyright 2022 by THA New Media LLC (DBA Lucky Dice Games.) For personal use only. All rights reserved.

Reproduction of material contained in this work by any means without written permission from the publisher is expressly forbidden, except for purposes of review.

Cover art imagery by Enrique Meseguer and Stefan Keller from Pixabay

Welcome to **100 Pieces of Magical Jewelry for the Busy Game Master** – a list of odd and unusual magical items built with a foundational piece of jewelry as its receptacle of power. Each piece in the list is a respectable magic item for an adventurer to use in the right situation to get an edge over a monster, trap, or other condition. Each item is built with a particular type of jewelry at its core, which is not written in stone. Feel free to change the type of jewelry to something that your party members would better appreciate.

Each piece of jewelry has one or more fascinating abilities. As the game master, feel free to tinker with the jewelry and change the jewelry's type or abilities to fit the characters in your game world. Here are a few ideas of types of jewelry you can work with while shaping these items for your game world:

- Amulets
- Ankhs
- Anklets
- Armlets
- Badges
- Bangles
- Belly chains
- Bracelets
- Breastplates
- Brooches
- Cameos
- Championship rings
- Charms
- Chokers
- Circlets
- Class rings
- Coronets
- Crowns
- Crystals
- Cuff links
- Diadems
- Earcuffs
- Earrings
- Emblems
- Engagement rings
- Hairpins
- Lockets
- Medallions
- Membership pins
- Military dog tags
- Monocles/Glasses
- Mouth Grills
- Necklaces
- Nose-jewels
- Pendants
- Pledge pins
- Prayer beads
- Prayer ropes
- Promise rings
- Puzzle rings
- Rosary beads
- Signet rings
- Talismans
- Thumb rings
- Tiaras
- Toe rings
- Torcs
- Wedding rings

Take a bit of time to read each item in the list. Think of ways to make some of them a perfect fit for your game and the mix of player characters. Or drop them in as is to allow the players the excitement of finding a new and unusual bit of treasure and deciding which player benefits from its capabilities the most.

Use this list to choose a random magic piece of jewelry by rolling a D100 (or 2 D10s) or actively choosing a particular item to fit a specific player's character or game goal.

So, what are you waiting for?

Take any item on the list, apply a little imagination, and let the adventure unfold.

May all your adventures be spectacular!

1	The **Monocle of True Sight** is a finely polished thin sheet of transparent quartz in a gold frame with a silver chain. When wearing this, the attuned wearer can see in normal and magical darkness out to 120'. Additionally, the wearer can see invisible creatures and objects, automatically detect visual illusions, and perceive the original form of a shapechanger or a creature transformed by magic.
2	The **Ring of Sidestepping** is a simple iron ring holding a large, low-quality ruby. The runes covering the ring glow red as the power of the ruby activated. The attuned wearer can touch the ruby to a wall or other obstruction and have a passage form to the nearest direct line open space. The passage is reddish colored and swirls with foggy vapors. Stepping through is a thoroughly unpleasant experience as the travelers sidestep into the abyssal plane momentarily before stepping back into their original plane. There is a 5% chance that a person sidestepping through this passageway becomes confused and lost in the Abyssal plane. The ring holds three charges and can regain one charge daily at dawn.
3	The **Cufflinks of Nondetection** are intricately woven silver and set with matching pieces of jet-black obsidian with a gold sigil over each piece of obsidian. While worn, the wearer's mind is protected by a fog that prevents outside forces from entering. The wearer can't be affected by any form of mind reading or magical detection that requires access to the wearer's mind. The wearer is still susceptible to psychic attacks, though.
4	The **Prayer Beads of Disease Protection** are a set of wooden prayer beads. Most beads are blank, but some are carved with symbols for different disease types. (The game master should decide the types.) The necklace has a maximum of four magical beads. Each one cures a different disease at the game master's discretion. The attuned wearer rubs the proper bead, and its magic cures the wearer of that disease. Used beads recharge at dawn.
5	The **Medallion of Smiting** is a circular disk made of copper sunbeams of platinum radiating outward from the central disk. When the attuned wielder touches the hilt (or similar part) of a weapon to the central disk of the medallion, it fills with radiant energy that releases when it strikes a target causing 3D4 radiant damage in addition to the typical weapon damage. The medallion holds two charges and regains one at dawn daily.
6	The **Hairpin of the Spider** is a silver metalwork shaped like a spider with various colored gemstones set into it to give the appearance of motion when light strikes it. The hairpin has two spikes of gold that hold it in place in someone's hair.

	On command, the attuned wielder can call forth 1D4+2 giant spiders that will obey the wielder's commands until they either die or are dismissed. The hairpin can only call forth the giant spiders one time per day.
7	**Dog Tags of the Beast** is a set of two small flat rectangular copper pieces on a bronze chain. Each one is adorned with the carving of a wolf. The dog tags hold two charges, one per tag. The attuned wearer rubs one of the copper pieces and transforms into a werewolf, gaining all its characteristics and abilities. When the werewolf drops to zero HP or below, the transformation is broken, and excess HP damage below zero carries over to the wearer. Once rubbed, that dog tag becomes blank until dawn the next day.
8	The **Cameo of Stillness** is a lovely oval slab of onyx carved in the figure of a baby sleeping in its mother's arms. It is set in a simple silver finding with an iron pin in the back. The cameo can be placed on the person's chest, putting that person in a state of suspended animation for thirty days. It suspends the effects of diseases, curses, and death saving rolls. Once the cameo is removed, the person reverts to that person's original damaged state. The cameo does not require attunement to work.
9	The **Necklace of Peaceful Demise** is a silver necklace. Each link is shaped like one of the many bones in a person's body – arm bones, leg bones, skulls, and others. The attuned wearer of this necklace is protected after death. The soul goes to the right place, and the skeleton falls to ash, protected from ever rising as an undead. The process takes ten minutes to complete and is finished when the skeleton crumbles into the ground. If the necklace is removed before the ten minutes pass, the effect is not conveyed to the deceased. Once the necklace completes its job, it recharges, and another can use it.
10	The **Pin of Finding** is a simple stick pin made of iron with a large piece of smooth, even-colored jade in its finding. The pin can be placed in one's hand and, upon command, acts as a miniature map showing the holder's current location and the destination pictured in the holder's mind. The pin shows the shortest route between the two points regardless of if travel can be carried out on that route.
11	The **Ring of Minnow Control** is a white metal ring designed as a series of intertwining minnows. Each minnow has a very tiny tourmaline stone as its eye. The attuned wearer can place the ringed hand into the water and attract 4D10+10 minnows or similar small fish to the ring. The minnows will swim around the hand until it is pulled from the water. The ring serves as an excellent way to gather bait fish or collections of minnows for food.
12	The **Earrings of Harpy Resistance** are made from an amalgam of gold and electrum. They are shaped like small horns.

	The earrings react to a harpy's song by emitting a counter frequency nullifying the effect.
13	The **Bangle of Forest Creatures** is a simple iron hoop with several copper charms. Each resembles a typical forest animal. There are six forest animals: deer, squirrel, rabbit, badger, snake, and owl. The wearer can touch a charm and concentrate on calling forth 2D4+1 of the creature touched. The animals are under the wearer's command for one minute. During that time, they will understand and do as the wearer commands if it is not life-threatening. The wearer can also step into the mind of one of the summoned creatures and see and hear what the creature sees and hears.
14	The **Big Toe Rings of Eagle Speed** are gold rings. The inner side is engraved to look like an eagle feather. The outer side is also etched to look like an eagle feather, but the outer side's feather edges are outlined in platinum. When both rings are worn (one on each foot), the attuned wearer develops the speed of an eagle. The wearer's movement speed increases by 20', and the wearer can dash as a bonus action.
15	The **Rings of Favor** is a set of two identical rings. They are made of braided copper and silver, each with an identical black pearl. The rings can share communications between the two wearers regardless of distance. One wearer concentrates on the ring and speaks. The pearl turns white as it makes contact with the other ring and communicates the message telepathically. The rings work over any distance as long as they are both on the same plane of existence.
16	The **Circlet of Energy Absorption** is a copper circlet with various precious gemstones around its front. It has a star sapphire, opal, and ruby. It can absorb energy like a battery. If the attuned wielder is attacked by fire, radiant, or lightning, the circlet can absorb 50% of the power up to 20 HP of the attack. Once it reaches its maximum, it cannot absorb any more energy. Three times per day, the wielder can cause the circlet to drain the energy as a ranged attack against a foe up to 60' away. It causes as much damage as the number of HP stored in it. The wielder can also just release the energy harmlessly as an action.
17	The **Glasses of Penetration** is a simple set of glasses made from pieces of a turtle shell. It has copper hinge mechanisms. The inside of the two temples is carved with minute runes. The glasses do not have any lenses. When activated by the command word "penetrate," spectral lenses appear, allowing the wearer to see through various materials. The wearer can see through 1' of metal, 5' of stone, 10' of wood, and 20' of cloudy water, dense fog, or similar gases. The effect lasts one minute and can be used up to three times daily.

18	The **Ring of Transference** is a gold ring with two strips of obsidian running through it. On the bottom of the ring is a small button that quickly releases and retracts a pin when depressed. The ring is structured such that the wielder can slap the palm of the hand on a target and have it activated. The slap causes the button to be pressed and the pin to activate. The pin penetrates the slapped entity, and the wielder can command it to suck in life energy. The target loses two points of a stat (strength, constitution, etc.), and the wielder gains those two points of that stat. The use of the ring takes one action, and the transference lasts for one minute. The ring requires attunement to use its ability, which can be used twice daily.
19	The **Locket of Elemental Command** is a simple silver locket carved with stylized runes standing for the earth, air, fire, and water. The inside of the locket is empty. When confronted by an elemental, the attuned wielder can say a command word (earth, air, fire, or water), and the appropriate rune will migrate into the locket and carve an image of a proper scene in that space. For the next minute, the elemental is under the wielder's control. Once the control wears off, the elemental will attack the wielder if it is within 60'. The rune migrates back to the outside of the locket at this time. This device can be used once per day.
20	The **Crown of Crying** is a simple copper crown with a milky quartz crystal mounted into it. The attuned wielder can look at a target and speak the command word "Cry." If the target fails a DC 16 Charisma check, the target starts crying profusely for one minute. During this time, the target has disadvantage on all attacks and saving throws that require sight to succeed. The crown's ability can be used twice per day.
21	The **Chain of Extension** is a thin braided white silk rope with a thin brass thread weaved into it that wraps around the waist several times. When one end of the rope is attached to a weapon, the weapon gains the reach ability. If the weapon already has the reach ability, it gains an additional 5' of reach.
22	The **Bracelets of Distance** are two sets of three bracelets, one gold, one silver, and one copper. When worn in the correct order, they stick together as though a single bracelet. When an attuned magic user wears one set on each arm, the distance range spells can be cast doubles.
23	The **Necklace of Finding** is a simple silver necklace with a charm attached to it. The charm is made of copper and is shaped like a needle. It is thick at one edge and thin at the other. The wielder can hold the necklace in the air and picture an object. The needle will spin, pointing to that object's direction when it stops. It rotates in three dimensions, so in addition to compass points, it can point up and down at angles. It has a range of 100 miles.
24	The **Golden Torc of Unnatural Life** is a torc made of solid gold. Each end is carved to look like a head wrapped in bandages, and the joining gold band looks like cloth wrappings.

	When the attuned user touches a dead body and commands it to rise, it rises as a mummy under the user's command. The user can have up to three mummies at any given time.
25	The **Necklace of Java** is a simple string necklace with thirty coffee beans strung on it. Each bean is varnished and shiny. When someone suffering the effects of exhaustion touches one of the beans, it shatters and relieves that person of one level of exhaustion. Once all the beans are used, the necklace has no more power.
26	The **Talisman of Sacrifice** is a silver cross on a copper chain. The cross is decorated with bloodstone – a green stone with red spots. The attuned wielder can touch a wounded target and transfer its HP to the injured target. Up to 50% of the wielder's maximum HP can be transferred to the injured target. The wounded target regains the amount of HP transferred. Once the wielder transfers 50% of wielder's max HP in a day, the device is fully discharged. It resets at dawn every day.
27	The **Necklace of Icicles** is an iron necklace with a large four-inch circular charm attached. The charm is a half globe set in gold and filled with clear liquid. As an action, the attuned wielder can command the amulet to shoot up to five bolts of ice at one or more targets up to 60' away. Each bolt causes 2D4 HP damage. The charm holds enough liquid to shoot ten bolts total. It refills every morning.
28	The **Choker of Vitality** is made of a pure white metal. It fits snugly around the neck of the wearer. There are no adornments on the choker. When the wearer is attacked by necromantic energy, the choker absorbs it – up to 40 HP worth. As the choker absorbs the energy, it begins to turn black and develop spikes as it tightens around the wearer's throat. As an action, the wearer can release the energy into an object or creature via an unarmed attack or equivalent. The energy must be dissipated before reaching its maximum amount as, at that point, the energy turns inward and attacks the wearer. This item must be attuned to function.
29	The **Anklets of Tinkling** is a set of anklets made of silver bands. Each of them has five small brass bell charms attached. Forceful movement of the legs, such as a fast walk or in battle, causes the charms to tinkle as the small knockers strike the sides of the bell bodies. The attuned wearer gains advantage when attacking undead creatures as the tinkling of the bells is very painful to their undead nature. Undead attacking the attuned wearer have disadvantage when attacking.
30	The **Glasses of Hunting** is a pair of silver frames with small, perfectly round lenses. These glasses improve hand/eye coordination and give the wearer a +2 to hit when hunting game animals. They do not work in combat situations.

31	The **Charming Amulet** is a simple soapstone oval picturing two people facing away from each other with frowns on their faces. It is set in a silver backing and attached to a silver chain. The wearer of this bracelet is protected from being charmed. If a charm-based spell or effect is directed at the wearer, it gets absorbed by the charm, and the two people turn to face each other, holding hands. This ability works just once per day and resets at dawn.
32	The **Pin of Locusts** is a platinum pin shaped like a flying locust. The wearer of this pin is protected from common insect bites. If the wearer attunes to the pin, the wearer is protected from insect-based magical attacks and natural attacking swarms of insects.
33	The **Skeletal Crown** is a silver crown made of several interlinked skeletal designs and painted white. The attuned wearer can turn one undead creature per round while wearing the crown. The undead must fail a DC 14 Wisdom saving throw; otherwise, it has no effect.
34	The **Ring of Heroic Deeds** is a heavy platinum ring with a large diamond in a setting. The ring is covered with mysterious runes plated in gold. When the attuned wielder holds the ring aloft and shouts the command word “follow,” the ring emits a flash of pure white light in a 30’ radius. All within that radius gain a +4 on saving throws against fright or similar effects for ten minutes.
35	The **Ring of Zombie Fortitude** is constructed of reeds that have been weaved together and varnished. The ring feels rough on the skin as though the inside was never worked to a smooth surface. When attuned, the wearer is given the gift of zombie fortitude. Every time the wearer drops to zero HP, the wearer makes a Constitution saving throw. If the wearer rolls a 12 or above, the wearer automatically revives with one HP.
36	**Bounce** is a tiara that sits atop the head like a dome. It is polished silver with runes inscribed around its bottom. Magic spelled directed at the attuned wearer bounce off in a random direction. The spell affects the first creature within 10’ of the wearer in the bounced direction. The magic dissipates harmlessly if no one is within 10’ in that direction. This tiara does not offer any protection against area of effect spells.
37	The Ring of Distraction is a simple platinum band with a tiny, perfect diamond in its setting. The diamond has hundreds of facets that sparkle crazily in direct sunlight. The attuned wearer can cause the ring to sparkle and confuse an enemy combatant as a reaction. The flash causes a distraction and forces the enemy combatant to reroll the

	attack and accept the new roll. It works for melee attacks and ranged attacks to a distance of sixty feet.
38	The **Earrings of the Void** are made of brass with small star rubies in them. They are clip-on earrings with sharp points on the interior of the clips that barely penetrate the flesh when attached. The magic in the earrings completely hides the alignment of the attuned wearer. Any spells or items with positive or negative effects based on alignment do not affect the wearer.
39	The **Puzzle Ring of Hau** is a carved wooden ring with a small box on top. The box is a miniature puzzle box that contains a secret compartment. The attuned wearer can use one bonus action to open the puzzle box and swallow the tiny pill in the secret compartment. The pill boosts the wearer's strength score by six for one minute. The magic of the puzzle box reforms the pill overnight so that a new pill is in the box the following morning.
40	The **Double Ring of Seeing** is a set of two rings joined by an oval loop. One ring is copper, and the other is silver. The loop is composed of a blend of electrum and gold. Once per day, the attuned wearer can concentrate on the loop between the rings and see a vision of the wearer's future. The ring can only see one minute into the future. The vision gives the wearer advantage on all attacks and saving throws for that one-minute period, and enemies have disadvantage on all attacks against the wearer. Additionally, a success on a dexterity-based save against an area of effect spell means the wearer receives no damage. A failure means the wearer receives only half damage. The ring can be used once per week.
41	**Pull** is a set of two platinum rings with a clear domed bubble set in their centers. This set of two rings is designed to be worn by two people. Each person puts on one ring and then swaps them. The rings take samples of the people's blood and fill the clear dome with their essence. Once the synchronization is achieved, the rings remain linked to each other. The first wearer can pull the second wearer to the closest empty spot by the first wearer's location as a reaction. This magical teleportation does not incur an opportunity attack. It works at ranges as far as five hundred feet. Once used, the rings become inert and must be resynchronized the following day.
42	**Arc Bracelets** is a set of copper bracelets carved with lightning bolts and runes. The attuned wearer can use an action to touch the two bracelets together and unleash a lightning bolt per the lightning bolt spell. This ability can be used two times per day and resets at dawn.
43	The **Glasses of Ghostly Deterrence** are made of blackened steel frames with frosted quartz lenses. The wearer can fight a ghost without being affected by the effects of its horrifying visage.

44	The **Earrings of Whispering** are a set of delicate platinum earrings shaped like quill pens resting in an ink pot. The attuned wearer can read, write, speak, and understand any commonly spoken language. It cannot help with dead languages or languages known by a tiny number of people who occupy the world.
45	The **Necklace of Spells** is an iron necklace with a large central coral bead followed by sets of successively smaller coral beads. Each set of beads is a different color. There are no less than two sets and no more than five sets. Each set of beads is a repository for spells. The central bead holds the most potent spell. The set of two slightly smaller beads contains the next most powerful set of spells and so on. A necklace with three sets of beads and a central bead holds one fourth-level spell, two third-level spells, two second-level spells, and two first-level spells. The wearer must attune to the necklace to use it. It takes an action to cast a spell, and once cast, it is gone until it recharges the next morning. At the game master's discretion, the spells that fill the necklace can be any spells allowed by any spell caster class or spells known by just one type of spell caster class.
46	The **Crown of Sanity** is a simple gold ring with a set of runes inscribed inside. The crown protects the attuned wearer from any effects of insanity, including spells like crown of madness.
47	The **Stone Ring of Gazul** is a ring carved out of granite that has two eyes carved into it. The wearer of this ring is protected from becoming petrified.
48	The **Locket of Recall** is a simple silver locket in the shape of a book. The inside of the locket is highly polished. When the wearer concentrates on remembering historical information, the inside of the locket shows an image sharing the details of that historical fact or event. This ability can only be used once per day.
49	The **Nose Jewel of Breathing** is a set of two nose piercings made of gold and adorned with matching pieces of coral. The nose jewelry allows the attuned wearer to breathe in any conditions where air exists, including underwater, in clouds of poisonous gas, and in other foul conditions. It does not work if buried under the ground, sealed into a wall, or similar solid material.
50	The Thumb Rings of Shielding is a set of two thumb rings made of hammered iron. They have a faint blue sheen to them. The attuned wearer can use a reaction to cast the shield spell. A faint blue shield forms around the wearer, giving a +5 bonus to AC until the end of the wearer's next turn. The

	rings hold four charges and regain 1D4-2 charges per day (with a minimum of one charge regained.)
51	The **Charm of Sleepiness** is made from a piece of marble carved into the shape of a sheep. It is on a simple braided string bracelet. When worn, it puts the wearer into a deep, restful sleep. Throughout the rest, the wearer recovers completely from two levels of exhaustion. The bad part is that the wearer cannot be woken for eight hours once the bracelet and charm are put on.
52	The **Pendant of the Restless Spirit** is a transparent pale green teardrop-shaped tourmaline gemstone wrapped in gold strands and held by a silver necklace. The gold strands are structured to look like a cage trapping the gem. The attuned wearer can go into a deep meditative state and free the spirit from the body. The spirit can travel up to 100 miles in the ten minutes the effect lasts, and can pass through doors and similar barriers as though they didn't exist. When the spirit is reunited with the body, the wearer wakes and has all the knowledge that the spirit collected during its journey. This effect can be used once per day.
53	The **Charm of Time** is a small hourglass-shaped charm made from brass and clear glass and filled with a small amount of pink sand. It has a small ring in its center to attach to a charm bracelet. The two ends are flat, allowing the charm to be set on a flat surface. The owner can hold the charm, concentrate on a time to count, and then set it down on a table with the sand-filled end on the top. The sand will fall from the top to the bottom, with the last grain falling at the end time the owner chose. The charm can count anywhere from five seconds to ten minutes.
54	The **Charm Bracelet of the Beast** has several charms portraying small beasts. They are all carved out of oak and stained a neutral brown color. The charms can be any collection of beasts of CR ¼ or less. The attuned wielder can touch a charm and speak the animal's name as an action. The wielder then transforms into that beast for no longer than an hour. The transformation works like a polymorph spell. When the spell wears off, or the wearer chooses to dismiss it, the wearer is transformed into its original form and can articulate the knowledge gleaned while in that beast's form. Each beast shape can only be used once per day.
55	The **Armlets of Duality** are made of iron, with silver designs weaved into them. The armlets are an artistic design intertwined around runes hidden in the artwork. Once daily, the attuned wielder can use the armlets to twin any ranged attack spell. Each spell can be aimed at a different target or area if it is an area of effect spell. If the spell requires a hit roll, the wielder will roll two times, once for each instance of the spell. The armlets recharge every morning.
56	The Ring of Haste is made of silver with a clear quartz bubble filled with mercury.

	The attuned wielder can haste once per day as per the haste spell with the following differences. The wielder stays hasted for one full minute or until the wielder dismisses the haste effect. The wielder does not suffer the adverse effects of haste when the effect ends.
57	The **Charm Bracelet of Many Weapons** is a copper bracelet with many charms attached. Each charm is made of silver and is in the shape of a particular weapon. The attuned wielder can touch any weapon charm as a bonus action and pull it from the charm as a full-sized +1 weapon. The weapon can be returned to the charm bracelet with another bonus action. The wielder is automatically proficient with the weapon.
58	The **Shocker Armlets** are two copper armlets decorated with engravings of lightning storm clouds. When both are worn, the attuned wielder can make an unarmed attack against a foe. A successful attack means that both armlets struck the target at the same time, causing the release of a powerful electrical charge causing 4D8 HP lightning damage. The armlets can be used twice daily.
59	The **Belly Chain of Grounding** is a simple copper chain long enough to wrap around the wearer's midriff twice while allowing a series of copper strands to drag on the ground in a manner that does not impede motion. Twice per day, the attuned wearer can direct any electrical damage received from an attack to flow harmlessly into the ground. Its two charges are restored every morning.
60	The **Bridoon of Burden** is a mouth grill. It is made from leather and has a shape similar to a horse's bit. It has a strap that wraps around the head to keep it secure. When worn, the wearer transforms into a beast of burden until another removes the bridoon. The wearer has no harmful effect; if the beast is killed, the wearer reverts.
61	The **Ring of Danger Sense** is a copper ring carved in the form of a snake swallowing its tail. When the ring detects danger to the wearer, it constricts slightly on the wearer's finger to give a silent warning. The ring can detect threats out to 60' but is not direction sensitive. It is up to the game master to decide what types of danger it can detect.
62	The **Armlets of Wrapping** is a set of bronze armlets wrapped with dozens of very thin steel wire wrappings. During combat, the wielder can choose to make a grappling attack. If the grapple is successful, the steel wrappings flow from the armlets and wrap around the grappled creature freeing the wearer to be able to take other actions. The grapple can be broken with a DC 16 strength check. When broken, the wrappings flow back around the armlets.
63	The **Band of Ivy** is a copper bracelet shaped like a section of ivy, complete with leaves. The copper is tarnished and has a greenish look.

	As an action, the attuned wearer can call forth ivy from the ground in a 20-foot square at any point within 60'. The ivy grows rapidly, entangling everyone in its area, creating an area of difficult terrain, and staying active for one minute. Anyone in the area when the spell is cast or who enters later must make a grapple check. Anyone failing a DC 15 grapple check is grappled and takes 4D4 damage as the ivy starts burrowing into its victims and sucking out their vital essence. Each round after that, the grapple check increases by one as the ivy grasps the victims more strongly. The bracelet can only be used once daily.
64	The **Monocle of Water Clarity** is a silver monocle that contains a foggy quartz lens. A three-foot-thin gold chain is attached to the monocole. Its opposite end has a buckle to allow it to be connected to a belt or similar piece of clothing. When used underwater, the monocle lets the wearer clearly see 120' through the water regardless of how muddy or foul the water is.
65	The **Talisman of Command** is a simple disk of steel containing the carving of a single glyph. The glyph is carved on both sides of the talisman. When the attuned wearer activates the glyph and concentrates on up to three targets within 20', the targets must make a DC 15 wisdom saving throw or become charmed per the charm spell. The charm effect lasts for one minute. When the glyph is used, it is erased from the talisman. The talisman can be used twice per day and recharges daily at sawn.
66	The **Ring of Three Wishes** is a pure platinum band with three diamonds. On the inner side of the band is the activation phrase, "I wish I may. I wish I might wish for…." The attuned wearer can expend one action to cast a wish by saying the activation phrase and then finishing it with the specifics of the wish. Once the wish is cast, one diamond disintegrates. Once all three wishes are cast, the wearer is left with an inert platinum ring.
67	The **Earrings of Foresight** are a simple pair of silver earrings with small, delicately carved bits of a conch shell in their settings. The earrings communicate with the attuned wearer during battle, telling that person the perfect time to launch an attack during a turn. This foresight of the battle situation gives the wearer advantage on attack rolls. It can only be used for a single attack per round and only works with melee weapons.
68	The **Brooch of Many Eyes** is a circular, almost spider-head-shaped iron object filled with hundreds of tiny eye agates. The eyes allow the attuned wearer to see a full 360-degree view all the time, even during sleep. The magic of the item keeps things sorted in the wearer's brain and alerts the wearer when necessary. While wearing it, the wearer cannot be surprised.
69	The **Bone Brooch** is a finely carved brooch made from a piece of a giant's skull. The carving shows a giant easily carrying a tree up a steep hill.

	The attuned wearer can use a bonus action to activate the power of this brooch. When activated, a giant's strength (game masters discretion on the type of giant) flows into the wearer for one minute, boosting all strength-based stats.
70	The **Brooch of Nimble Feet** is a copper brooch with the carving of two people engaged in a dance. The attuned wearer can expend a bonus action while concentrating on two targets within five feet of each other. Both must roll a DC 17 Wisdom saving throw. If both fail, the magic causes them to drop whatever they are doing and dance for one minute. They will not be able to attack or take any other action. Attacks against them have advantage. If both succeed, nothing happens. If only one succeeds, the one that fails constantly interferes with the one who succeeds, trying to get that target to dance. In this instance, the one who failed cannot fight, and the one who succeeded has disadvantage in all attacks, and those who attack it have advantage in their attacks against it. This power can be used once per day.
71	The **Charm Bracelet of Soft Landings** is a delicate silver bracelet with twelve copper charms. Each charm is shaped like a feather. Anytime the wearer falls more than ten feet, one feather charm activates. The wearer gently falls to the nearest flat solid surface and takes no damage from the fall. Once the wearer touches the ground, the activated charm breaks apart and falls off the charm bracelet.
72	The **Hairpin of Cornucopia** is a hairpin shaped like a cornucopia. It is made of brass and filled with various ceramic beads shaped and painted to resemble different types of food: fruits, loaves of bread, meats, beverages, and more. Once per day, the wearer can pull the hairpin from the hair and shake it three times. The spell is activated, and a feast of food pours forth from the cornucopia. It supplies enough food to feed twenty people one meal. The device must be worn in the hair for twenty-four hours to recharge.
73	The **Brooch of Bad Breath** is a small ceramic brooch shaped and painted to resemble a garlic clove. The garlic permeates the blood and other fluids of the wearer, giving it a distinct garlic flavor and potency and the wearer a definite garlicky odor. Any creature that is averse to garlic will avoid the wearer if possible.
74	The **Hairpin of the Tailor** is a simple iron pin with a simple eye loop on its end as a decoration. The hairpin can mend any item per the mechanics of the mending spell.
75	The **Brooch of Loup-Garou** is a silver disk pounded into the moon's shape and decorated with paints to show the craters, moons, and valleys.

	The brooch gives two abilities to the attuned wearer. The first is the ability to cast a light spell that lasts one hour. For that hour, bright light will radiate from the wearer for a distance of 30’ and dim light an additional 30’. This effect can be used three times daily. The second effect is its ability to unleash a burst of concentrated moonlight in a 100’ radius forcing all lycanthropes to change to their animal form.
76	The **Ring of Avarice** is a cheap-looking, hand-hammered iron ring covered in rust that never polishes off. Upon command, the ring allows the wearer to sniff out all valuables in a 60’ radius. Every valuable in that radius triggers an image in the wearer’s mind showing the treasure’s direction, distance, and type. It can sometimes be distracting (as it points out a copper piece stuck in a crack in the floor) and overwhelming as it pings on every coin in a treasure chest.
77	The **Toe Ring of the Leprechaun** is a ring made of iron, carved with glyphs related to luck and promised offerings to the various deities of fortune. When worn at a gambling table, the ring squeezes once when luck is turning sour and twice when it is turning good. While not perfect, it does stack the deck in the wearer’s favor.
78	The **Shattered Locket** is a locket made from an amalgam of silver, gold, and electrum. It is constructed to look like a piece of glass that was shattered into many pieces. Each of the dozens of pieces is held together by delicate metal strands. When the attuned wearer holds the locket up to the mouth and blows through it, it sends an energy pulse outward that works like the shatter spell. It can be directed anywhere within 60’ and has a 10’ radius area of effect. This power can be used three times daily and recharges 1D4-1 daily.
79	The **Ring Set of Transference** is an identical set of braided silver and gold rings. At the join of each braid is a tiny sliver of fire opal. The rings require attunement. When attuned, they allow the two wearers to instantaneously switch places as a bonus action two times per day. To work, they must both be within 100’ of each other. One person always initiates the transference on that person’s turn. The rings recharge at dawn.
80	The **Crown of Obliteration** is a simple circle of copper wrapped in fragile-looking gold wire shaped like the words of a mysterious language. Once per day, the attuned wearer can use the crown’s power to nullify a single fifth level or below magical attack directed exclusively at the wearer. It does not work with area of effect spells.
81	The **Charm of Leaping** is a little brass boot with wings on its heels.

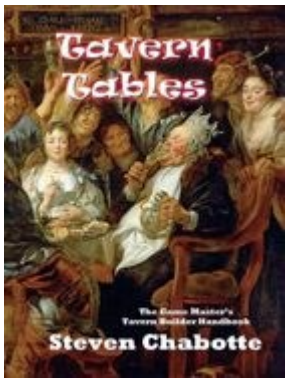
	When worn, the wearer can long jump ½ of the wearer's movement. If dashing, the jump can be ½ of the dash movement rate. The jump uses the entire movement ability of the wearer for that round.
82	The **Locket of Holding** is a wrinkly-looking locket, looking more like a sack tied shut at its top than a locket. It is made of carved wood. The locket has the same properties as a bag of holding except that it can only fit small objects no larger than the size of a hand. The retrieval method is also different. The wearer thinks of the object to retrieve and then opens the locket. The object falls out of the locket.
83	The **Emblem of Favor** is an iron badge covered in stylized gemstones of various colors. The emblem has several runes inscribed on it, each hidden by one of the gemstones. The attuned wearer can use the power of the emblem to ask for the favor of the deities. Once per week, the user can request a deity's boon, which has a 50% chance of being granted. The boon must be reasonable. Raising a dead compatriot who just fell in battle is reasonable. Killing a dragon or a horde of attackers is probably not (but is at the game master's discretion.) Once used, it takes a whole week to recharge.
84	The **Ring of the Frost Giant** is a platinum ring containing a perfect diamond. Upon close inspection, a viewer can see tiny motes of white streaking around inside the diamond. The ring is cold to the touch but doesn't cause any damage or discomfort when attuned. The attuned wearer gains the ability to cast the ray of frost spell as an action.
85	The **Pendant of Freeing** is a silver necklace with a large piece of amethyst set in its fastening. The amethyst was carved with many tiny runes and then treated with mercury to give the stone an ethereal silverish glow. The pendant performs the same action as a knock spell. It can open an object or door up to three times daily and regains 1D4-1 charges daily.
86	The **Crown of Fire** is an iron crown forged into the shape of flames shooting up from the wearer's head. Each of the flames has a mosaic of various red-colored chips of enamel to give the appearance of a burning fire, especially in torch or candlelight. The crown gives the attuned wearer fire resistance.
87	The **Lock Pin** is a simple safety pin made of ordinary iron. The lock pin can close a sack, knapsack, or other cloth container and effectively lock it, protecting its contents from theft. The lock pin knows who placed it on the container and will only open for the same person. The magic from the lock pin covers the entire container making it impervious from being cut, burned, or otherwise opened.
88	The **Necklace of the Rabbit** is a simple silver necklace with a preserved rabbit's foot pendant dangling from it. The rabbit's foot is black with three white streaks running through it.

	The attuned wearer gains the lucky feat. The wearer can reroll any attack roll, saving throw, or ability check three times daily. Each time the wearer uses the power of the rabbit foot, one white streak disappears. The item regains 1D4-1 charges per day.
89	The **Ring of Necessity** is a gold band with a setting for a gemstone, but it is empty. The attuned wearer can call forth a necessary spell component from the ring as a bonus action up to three times per day. The spell component must be used by the end of the wielder's next turn, or it disappears. The device regains one charge per day.
90	The **Armlets/Anklets of Climbing** is a matched set of four chains, one for each arm and one for each leg. They are made from heavy iron chains. When the attuned wearer is in a situation requiring climbing, the four chains transform into spiked gloves and boots that give the wearer the ability to climb any rough surface with ease and have advantage on dexterity checks to climb smooth vertical surfaces.
91	The **Crown of Soul Catching** is a solid platinum crown set with five clear diamonds in its five equidistant spikes. When the attuned wearer kills a foe, the foe's soul is ripped from its body and absorbed by the crown. Each time a soul is absorbed, one diamond turns black. As an action, the wearer can absorb one soul and regain hit points equal to one-half the hit points the foe had in life. When the hit points are absorbed, the diamond again turns clear. The healing ability of the crown can only be used once daily.
92	The **Glasses of Accuracy** have thin silver wire frames and transparent yellow quartz lenses. The glasses give the attuned wearer's vision superior clarity. The wearer can see clearly and sharply up to 120' in the dark as though it were daylight and gains a +2 to all ranged weapon attacks.
93	The **Armlets of the Artic** are bands of pale yellow electrum with sun symbols carved into each. The wearer of the armlets feels comfortable in cold weather up to negative fifty degrees. The armlets also diminish the effects of cold-based attacks by 2D6 HP per attack.
94	The **Charm Bracelet of the Slippery Palm** is a gold charm bracelet filled with miniature versions of all the tools in a lockpick set. The charm bracelet gives the attuned thief a +5 to all rolls related to finding and disabling traps and opening locks.
95	The **Ring of Mirroring** is a simple silver ring with a small, perfectly round mirror in its setting. The ring gives the attuned wearer the ability to cast mirror image as a bonus action once daily.

96	The **Earrings of Missile Deflection** are a set of earrings made of copper. One is shaped like a miniature bow and the other like a small arrow. The attuned wearer gains protection against ranged attacks when wearing the earrings. For non-magical missile attacks only (arrows, spears, thrown daggers, etc.), the wearer gains a +5 to AC.
97	The **Crown of History** is constructed of various metals and covered with colored ceramic chips reflecting a dizzying pattern in lighted areas. The attuned wearer gains a limited ability over time. Once per day, as a reaction, the wearer can erase the prior round. The magic erases all events that affected the wearer and anyone within 60' of the wearer from the world's timeline for the last turn cycle.
98	The **Eyeglasses of the Eagle** are a marvelous brass and glass lens construction that look like a set of 19th-century opera glasses. When worn, they give the wearer eagle vision. As long as the terrain allows, objects up to one mile away are seen clearly. The glasses have no impact on normal vision ranges.
99	The **Charm Bracelet of Alms** is a strong iron bracelet with ten charms. Each charm resembles a small coin. The wearer can pull a coin off the bracelet, which grows into a full-sized gold piece. The wearer can pull off as few as one charm to as many as ten. The charms are restored the following day.
100	The **Cameo of Hardness** is a pink coral cameo inset with the carving of an armored individual in white coral on its surface. The attuned wearer can invoke the power of the cameo to gain a +5 to AC for one minute. This ability can only be used once per day.

Looking for more role playing game aids?

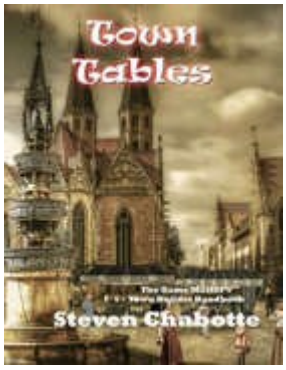
Be sure to check some of our full length books



Tavern Tables: The Game Master's Tavern Builder Handbook is the definitive guide to creating and running taverns in your role playing game. Combine bits and pieces from its 30+ tables and you will soon have a fully fleshed out tavern for your players to explore. From food to drink to song to atmosphere, **this guide has everything you could ever look for**. It even has fully fleshed out taverns for an even quicker start.

Buy it at:

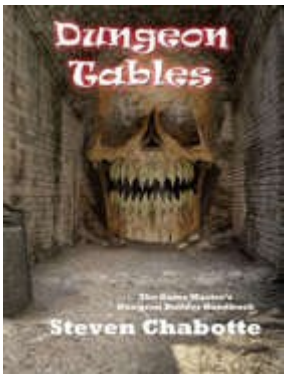
- DriveThruRPG
- Amazon



Town Tables: The Game Master's Town Builder Handbook is the **definitive guide to creating and running towns** in your role playing game. Combine bits and pieces from its **100+ tables** and you will soon have a fully fleshed out immersive town setting for your players to explore. From tavern food and drink menus to NPCs to interesting shop items to atmosphere, this guide has everything you could ever look for.

Buy it at:

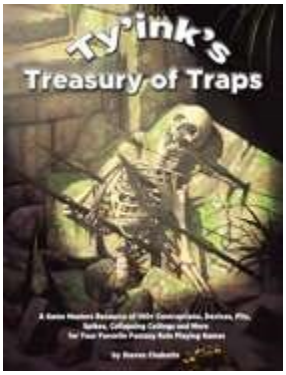
- DriveThruRPG
- Amazon



Dungeon Tables: The Game Master's Dungeon Builder Handbook is the **definitive guide to creating and running dungeons** in your role playing game. Combine bits and pieces from its **50+ tables** and you will soon have a fully fleshed out immersive dungeon setting for your players to explore. From construction materials to treasures to interesting artifacts decorating the rooms and corridors to atmosphere, this guide has everything you could ever look for.

Buy it at:

- DriveThruRPG
- Amazon



Are you looking for creative ways to keep your adventurers on their toes?

Do you sometimes need to change your dungeons or other environments on the fly to wake up complacent players?

Ty'ink's Treasury of Traps is the ultimate Game Master's trap and trick resource. The dastardly scenarios in this book will remind your players that dangers might lurk around every corner, behind every door, and even in their most recently found treasure hoard.

Buy it at:

- DriveThruRPG
- Amazon



Welcome to **The Game Master's Book of Random Tables** (AKA **The Game Master's Assistant**): A Collection of Quick Roll Tables for the Busy Game Master – your one-stop resource offering more than 80 quick roll idea inspiring tables to help you quickly create encounters, describe objects, build NPCs, add depth to your descriptions and much more for your favorite fantasy role playing games.

Buy it at:

- DriveThruRPG
- Amazon



Welcome to **The Game Master's Assistant Volume II** – your one-stop resource for more than 80 quick roll idea inspiring tables to help you quickly create encounters, describe objects, build NPCs, add depth to your descriptions, and much more.

Buy it at:

- DriveThruRPG
- Amazon